

The background of the cover is a dark, moody night scene. It depicts a village or a large estate with several buildings, some of which have lit windows. A prominent white picket fence runs diagonally across the middle of the frame, separating a path or field in the foreground from the buildings in the background. The overall lighting is very low, with a blueish-grey tint, creating a mysterious and somewhat somber atmosphere.

THE HALL OF FIRE FAN WEBZINE

Issue 63

August 2009



GREETINGS, SALUTATIONS...

Welcome to another issue of Hall of Fire. As promised this issue is devoted to Bree and the area that surrounds it. We have a young locksmith from Bree and a fort that plenty of opportunities for excitement.

We will be announcing our next themed issue in the next few weeks on Twitter and at the Hall of Fire wiki.

We look forward to hearing from you and happy gaming.

Micah A. Walles (Razor77) &
Celebraen
Co-Editors Hall of Fire

THE MIDDLE-EARTH HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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ALLIES AND ADVERSARIES

TOM LOCKSLEY

- BREE LOCKSMITH

by Celebraen

Tom Locksley is the only son of Bree-land's best locksmith. Having been brought up in his father's trade, he now has considerable skill not only in the crafting of locks, but in picking them. He has a set of lock-picking tools he crafted himself that he carries constantly. Tom enjoys picking locks more than crafting them, finding it more of a challenge, though he hasn't told his father this.

Like many Bree-landers, Tom has brown hair & brown eyes. Typically clean-shaven, he wears his wavy hair a little longer than is the fashion in town. Of average height, he is fairly unmemorable in appearance, neither handsome or ugly. He has a small burn scar on his left hand from a childhood accident.

As a child, Tom was bright and inquisitive. His curiosity occasionally got him into trouble as he enjoyed finding ways into places he wasn't supposed to go. A sense of mischief led to the occasional practical joke, such as quietly moving an item from one place to another in order to confuse the owner. He also helped himself to the occasional tart or pastry cooling on a windowsill, once even snitching one of Barliman Butterbur's apple pies.

Nearly twenty-one years old, Tom has begun to get bored with Bree & the surrounding areas. He is starting to wonder what else exists in the wide world. Lately he has spent more time out hunting, rather than in the small shop his father owns. He is a decent hunter, enjoying stalking game & bringing it down with his bow. He and a few friends have begun exploring farther afield from Bree, venturing closer to the Barrow-downs in search of a little excitement. The half-remembered tales of the possible treasures & ghosts draw him with the promise of thrilling adventure & fabulous wealth, though his innate caution prevents him from actually entering the Barrows area alone.

Uses: Tom Locksley is a restless young man, searching for his place in the world. His interest in adventure makes him willing to help a group of characters if they are in need of his skills. He is observant & willing to tell others what he has seen, making him a decent source of information on various Bree inhabitants. Recently he was hired by Bill Ferny to open an old chest, one Ferny claimed he found near the Barrow-downs. The complicated lock, set in a chest of an unfamiliar type of wood, was fascinating to Tom. While he wasn't permitted to see what was inside, his curiosity has been aroused & he has begun to keep an eye on the shady Bree fellow.

TOM LOCKSLEY (MIDDLE MAN)

Orders

Rogue

Attributes

Bearing: 9 (+1) **Nimbleness:** 12 (+3)

Perception: 10 (+2) **Strength:** 10 (+2)

Vitality: 10 (+2) **Wits:** 10 (+2)

Reactions

Stamina: +2 **Swiftness:** +5

Willpower: +2 **Wisdom:** +2

Renown: 0

Heath:

Skills

Armed Combat: 1, Climb: 1, Conceal:
1, Craft (Locksmith): 4, Inquire: 4, Inspire:
1, Insight: 5, Jump: 1, Language (Westron):
4, Legerdemain (Open Lock): 4, Lore
(Realm- Bree-land): 5, Observe:
6, Persuade (Fast Talk): 1, Ranged
Combat: 3, Run: 2, Stealth (Sneak):
2, Survival: 4, Unarmed Combat:
3, Weathersense: 1

Abilities

Lockpicking, Fleet-Footed

Edges

Dodge

Flaws

Proud

HOSTILE HAUNTS

THE GREENWAY FORT

by Micah A. Walles (Razor77)

About halfway between Bree and the North Downs is an abandoned fort. It does not appear to have ever been a large fort nor does it appear to have been of any grand construction. Few, even in Bree-land, know its history or why it was built in the first place. Most Bree-landers' only knowledge of the fort stems from the stories told and retold of how the fort was cursed and later haunted. In the years leading up to the War of the Ring, these stories gain more validity from the fact that those few that attempt to venture into the fort are never heard from again.

HISTORY

In TA 1409 the Witchking of Angmar invaded what had once been the great kingdom of Arnor. During his assault, his forces were able to capture Amon Sûl. In response to this the King of Arthedain (one of the three kingdoms that Arnor had fractured into) ordered the construction of many forts both along the new border of Angmar's territory and a second line of forts further from the border to give a buffer in case of a full assault from Angmar.

The Greenway Fort is one of the secondary line of forts. It was completed around TA 1460, was able to house around fifty soldiers as its primary complement, and could support up to double that for short periods of time. This increased capacity was mainly put to use by units that were either being deployed to the front line of forts or those returning from a tour at the outer forts.

During its active service, the Greenway Fort saw several small incursions into Arthedain. These all were small groups of orcs or evil men testing the borders of Arthedain. None of the invaders ever was able to report what they had learned back to Angmar.

In the end, it was not war that caused the Greenway Fort into disuse, but rather disease. Less than two hundred years after the fort had been completed, it was abandoned. The Great Plague that was sweeping across Middle-earth caused the King of Arthedain to pull some of his forces back. The Greenway Fort was one of the forts that was left to decay at the whim of nature.

WAR OF THE RING

By the end of the Third Age, the Greenway Fort has gained a rather ominous legend. Most that know of the existence of the Greenway Fort believe it to be haunted. The ghosts are purported to be those



killed in a massacre at the Fort at some battle in the distant past that no one has any record of. They stalk the grounds of the fort and kill anything living that comes too close to the fort out of pure spite.

There, of course, was no such battle that ever took place at the fort. The tales come from the combination of several half-remembered tales, including some about the small skirmishes that were fought at this fort, and others like it, and the deaths caused by the plague that never truly reached as far north as the Greenway Fort but was still the cause of its abandonment. These stories told and mis-told and combined over the course of almost 1500 years combined into the threat of a haunted fort. Of course, while there are no ghosts haunting the Greenway Fort, that does not mean it is not filled with evil.

Orcs, half-orcs, and evil men have taken up residency in the abandoned fort. They have been ordered there by the Witchking. They act as his pawns, stirring up trouble around Bree, further south. They also act as the eyes and ears of the Nazgûl as they search Bree-land and the Shire. Even after the Nazgûl leave the area, the servants of evil attempt to keep the free people from banding together.

Around the time the Nazgûl enter the Shire, a new group joins the ranks at the fort. These bear the symbol of the White Hand. They are always eager to hear what the others had learned but are seldom willing to give their information out. These newcomers are often visited by one of Bree's less-than-reputable citizens.

Any that come upon the fort that are not already in the service of the Enemy are attacked immediately. If they survive the initial attack, they are hunted by the orcs until they are dead.

ADVENTURE HOOKS

Desperate Mother

While in Bree, the adventurers are approached by a mother who is worried about her son. He has not returned from a trip to the North Downs and she believes that something has happened to him. She asks the party to find what fate has befallen her son.

A Ranger in Need

One of the Rangers guarding Bree-land has tracked several orcs, on multiple occasions to an area near the Greenway Fort. He has searched around the area and believes that the old fort is the only destination they could have been heading to. Before he was able to investigate the fort itself, he was ordered closer to the borders of the Shire. He seeks the aid of adventurers to investigate the fort and protect Bree-land.

A Spark of Hope

A loremaster has come upon a reference to long forgotten knowledge that may help the Free-peoples of Middle-earth battle the forces of Sauron. Part of this knowledge, she believes, is contained in the cellar of the old Greenway Fort. She needs adventurers to explore the fort and hopefully find this knowledge that may turn the tide against the Enemy.

WHAT'S OUT THERE

This is a list of Web sites along with Decipher's official Web sites. We have found they supply useful Lord of the Rings game information.

THE HALL OF FIRE WEBZINE http://halloffire.org THE HALL OF FIRE WIKI http://wiki.halloffire.org DECIPHER'S LORD OF THE RINGS RPG HOME http://lotrrpg.fanhq.com ENCYCLOPEDIA OF ARDA http://www.glyphweb.com/arda/default.htm FAN MODULES FOR MIDDLE-EARTH http://groups.yahoo.com/group/fan-modules SCOTT'S RPG CENTRAL http://www.geocities.com/scott_metz/ CHRONICLES OF THE NORTH http://rpg.avioc.org/ MERP.COM http://www.merp.com OTHER MINDS MAGAZINE http://www.othermindsmagazine.com	THE MAD IRISHMAN http://www.mad-irishman.net THE LAST ALLIANCE http://thelastalliance.com RPG TOOLS FOR DECIPHER'S CODA GAMES http://groups.yahoo.com/group/rpgtools/ THE STEWARD AND THE KING http://www.stewardandking.net THE TOWER HILLS http://homepage.mac.com/jeremybaker/towerhills TREK-RPG.NET http://forum.trek-rpg.net/index.php CODA WEBZINE REPOSITORY http://groups.yahoo.com/group/coda_webzine THE ONE RING.COM http://www.theonering.com/ THE ONE RING.NET http://www.theonering.net
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CALLING ALL GAMERS!

Interested in submitting...

- A mini or side adventure?
- New creatures, or fell beasts?
- New Orders or Elite Orders?
- Racial / Order packages?
- NPC's?
- Weapons / equipment / magical items?
- Fan Art?

If so, write to us for details on submission submissions@halloffire.org with 'Fan Content' in the subject line. Please include your name and/or pseudonym (handle/online identity) and email address(es) with which one of our editors may contact you.

Please note that if you would like to submit a mini-adventure, Decipher will not consider it for publishing.

Fancy yourself a writer or artist and would like to contribute to the webzine?

If so, write to us at submissions@halloffire.org with 'Writer' in the subject line. One of the editors will get back to you with details about writing for **THE HALL OF FIRE**.

Want to know what the submission guide lines are?

Visit http://wiki.halloffire.org/Submission_Information for the current submission guide lines.

If you would like to post an advertisement for:

- A local or online RPG that you are hosting
- An RPG convention or tournament
- Or any events pertaining to The Lord of the Rings RPG

Write to us at ads@halloffire.org with 'Ad' in the subject line along with your advertisement. The advertisement must be less than 100 words and any graphic to go with it must be no more than 1' x 1'.